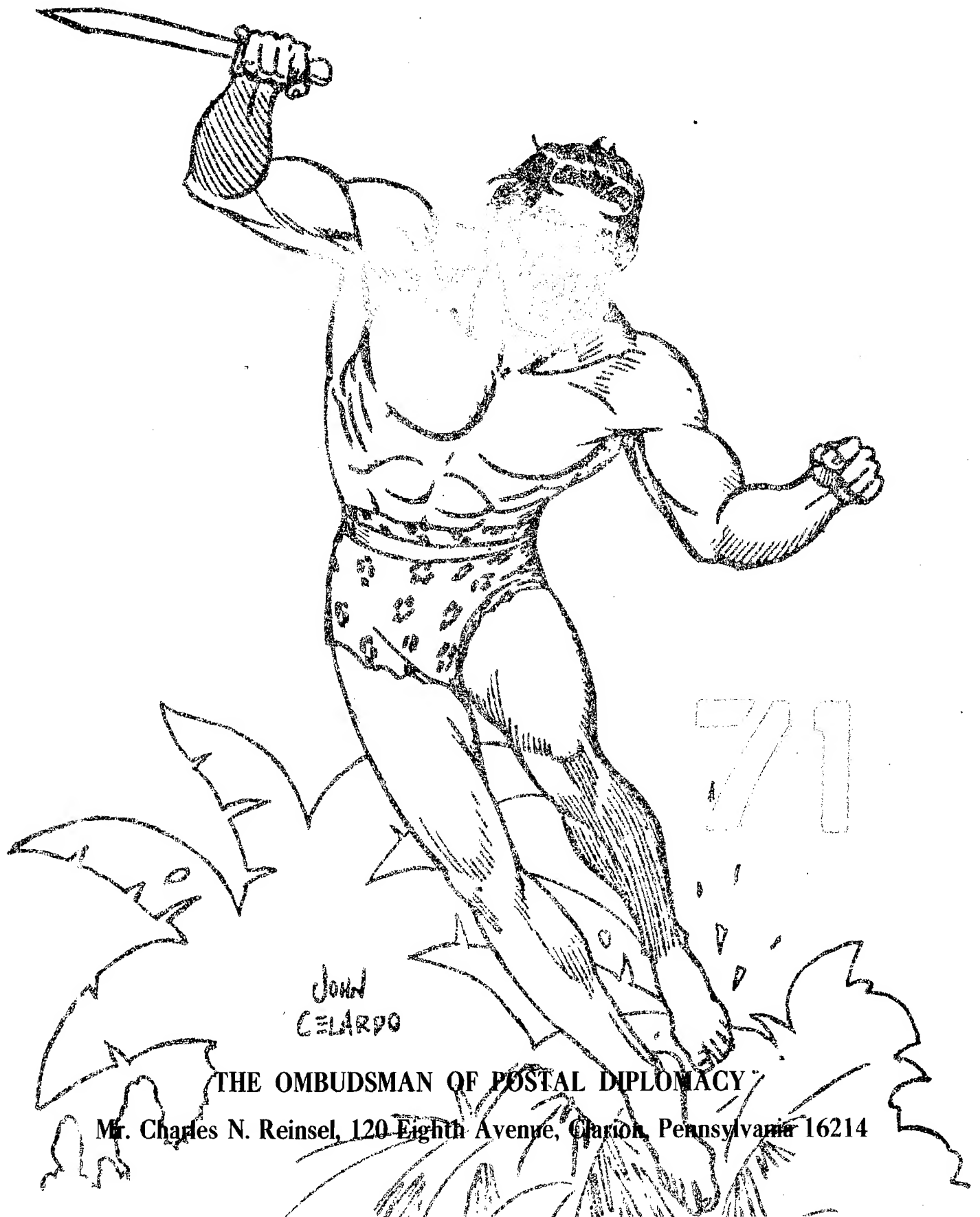


# BIG BROTHER



THE OMBUDSMAN OF POSTAL DIPLOMACY

Mr. Charles N. Reinsel, 120 Eighth Avenue, Clarion, Pennsylvania 16214

BIG BROTHER #71: 9 SEPTEMBER 1968:  
 WINNERS GAME #4: ITALY CAPTURES BUDAPEST! SPRING 1915:  
 FALL 1915 MOVES due THURSDAY, at 5P.M., the 26th. of September 1968.

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 ENGLAND-----Army-Marseilles hold  
 Koning Fleet-Gulf of Lyon hold  
 Fleet-Tunis S Italian F Naples to Ionian Sea  
 Fleet-Tyrrhenian Sea S Italian F Naples to Ionian Sea  
 Army-Tyrolia to Bohemia  
 Army-Munich S A Tyrolia to Bohemia  
 Army-Ruhr hold  
 Army-Kiel S A Sweden to Berlin  
 Army-Sweden to Berlin  
 Fleet-Baltic Sea C A Sweden to Berlin  
 Army-St. Petersburg hold  
 Fleet-Gulf of Bothnia S A St. Petersburg  
 Army-London to Denmark  
 Fleet-North Sea C A London to Denmark A Pied → Ven  
 Fleet-English Channel hold  
 ITALY-----Army-Vienna to Budapest A Buda → Rum  
 Nelson Army-Venice to Tyrolia A Ven → Tri  
 Army-Rome to Venice A Tyrolia (S) →  
 Army-Piedmont stands F Apul → Adri  
 Fleet-Naples to Ionian Sea F Ion → Adri  
 Fleet-Apulia S F Naples to Ionian Sea  
 AUSTRIA-----Army-Bohemia dead. Fleet-Ionian Sea is sunk!  
 Armies-Berlin, Silesia, & Trieste stand.  
 Fleet-Albania stands. build A Rome  
 RUSSIA-----Fleet-Prussia S Austrian A Berlin 12 Napoli  
 McCallum Army-Livonia S F Prussia  
 Army-Moscow S A Livonia  
 Army-Sevastopol to Rumania  
 Fleet-Adraitic Sea S Austrian A Trieste  
 Fleet-Greece S Austrian F Ionian Sea  
 Fleet-Eastern Med S Austrian F Ionian Sea

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ANNIVERSARY GAME #8: ALL QUIET ON THE WESTERN FRONT! 9 SEPT. 1968  
 WINTER 1905: SPRING 1906 Moves due 5PM, THURSDAY, the 26 SEPT. 1968.

ENGLAND(Connelly)-Build Army London

ITALY(Halle)-Build Army Rome

AUSTRIA(Birsan)-Build Army Vienna

RUSSIA(Johnson)-Builds Armies Moscow & St. Petersburg

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KENNEDY GAME #9: AUTUMN & WINTER 1902: 13 SEPTEMBER 1968:

SPRING 1903 MOVES are due at 5P.M., THURSDAY, the 26th. SEPTEMBER '68.

French Fleet English Channel Retreats to Picardy.

Russian Army Rumania retreats to Ukraine.

FRANCE(Warden)-Builds Fleet-Brest.

AUSTRIA(Hearndon)-Send time-no moves received! G.M. removes A-Greece!

TURKEY(Dellbringe)-Builds Army-Smyrna & Fleets-Ankara & Constantinople.

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SPECIAL NOTICE: Larry Fong & Mark Bird sent entries too late for the  
 "Last Chance" Game #10. So we will accept five players for the "Extra"  
 Game #11 if you are interested! Fees are same as before; \$6.00 for new  
 players in Big Brother, and \$3.00 for current players in Big Brother!

BIG BROTHER #71: 4 SEPTEMBER 1968: (51 FINISHED GAMES:)  
 THE OFFICIAL & ORIGINAL BIG BROTHER'S POSTAL DIPLOMACY GAME RATINGS:  
 GAMES: BIG BROTHER #1, 2, 3, 5, 6, & 7. Also: 63A, B, 64A, B, C, D, 65A, B, D, E, F, G, H,  
 65I, L, M, Q, R, S, T, U, V, W, 66B, D, E, H, I, M, N, O, R, AA, AC, AG, AI, AL, AM, AQ, AU, AV,  
 66BC, BG, BK, & 67H. Note: "W" denotes a regular seven man game WINNER!

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27 John Smythe W	1 Robert Ward	-1 John Sandoval
25 Charles Wells W	0 Edi Birsan	-1 Gail Schow
22 Don Miller W	0 Charles Brannan	-1 Dennis Smith
20 James Dygert W	0 Scott Duncan	-1 Jess Steinberg
20 Derek Nelson W	0 Jack Harness	-1 Bill Stewart
20 Monte Zelazny W	0 Stuart Koshner	-1 Henry Stein
15 Buddy Pendergrass W	0 Greg Long	-1 William Sullivan
13 John Koning W	0 James Thomas	-1 Mehran Thompson
13 Jerry Pournelle W	0 Earl Thompson	-1 Richard Uhr
11 John McCallum W	-1 Michael Aita	-1 Richard Vaughn
10 Charles Turner W	-1 Dan Alderson	-1 Stephen Willard
9 Charles Reinse W	-1 Lon Bailes	-1 Ronald Wilson
8 Dan Barrows W	-1 Ed Baker	-2 Brian Bailey
8 Alan Ruff W	-1 Brenda Banks	-2 Steve Barr
8 James MacKenzie W	-1 Tom Bulmer	-2 Bill Christian
8 Harold Naus W	-1 Thomas Byro	-2 Dennis Frisch
7 John Beshara W	-1 Allan Calhauer	-2 Alex Gilliland
7 Ed Halle W	-1 Mike Celestre	-2 Al Goggins
7 Paul Leich W	-1 Jack Chalker	-2 Barry Gold
7 Bruce Pelz W	-1 Louis Curtis	-2 Terry Huston
6 Banks Mebane	-1 Ron Daniels	-2 Pat McDonald
6 Larry Peery	-1 Sean Donahue	-2 George Parks
6 Gene Prosnitz W	-1 Alan Fisher	-2 Ron Parks
5 Tom Griffin W	-1 Sidney Got	-2 Kim Patee
5 James Latimer W	-1 Thomas Gorman	-2 Bill Schreffler
4 Terry Kuch	-1 Ben Hendin	-2 Jerry Teeney
4 Roddie Walker	-1 Wayne Hoheisel	-2 Bib Whalen
3 Conrad von Metzke W	-1 Monroe Jeffrey	-2 Karl Wittmann
2 Rick Brooks	-1 Bob Johnson	-----
2 Ken Davidson	-1 Clyde Johnson	-3 Charles Alexander
2 Trevor Hearndon	-1 Mark Johnson	-3 Ron Bounds
2 Harold Beck	-1 Ted Johnstone	-3 Arthur Canfil
2 Dian Pelz	-1 Bob Komada	-3 Paul Harley
2 Chris Wagner	-1 Robert Lake	-3 Bernie Kling
1 Lon Atkins	-1 Dave Lobling	-3 Mark Owings
1 Donald Berman	-1 Fred Lerner	-3 Greg Warden
1 Doug Beyerlein	-1 Bill Linden	-4 John Boardman
1 Richard Bryant	-1 James Maddux	-4 Bob Cline
1 Mike Chalders	-1 Dave Mayhall	-4 Leonard Garland
1 Frank Clark	-1 John Mazor	-4 James Goldman
1 John Davy	-1 Greg Molenaar	-4 Jim Sanders
1 Ken Fletcher	-1 James Munroe	-4 Joel Sattell
1 Dave Francis	-1 Steve Patt	-4 Dick Shultz
1 Jack Greene	-1 Steve Powlesland	-5 Phil Castora
1 Ken Levinson	-1 Paul Puckett	-5 Margaret Gemignani
1 Peter McDonald	-1 Don Recklies	-5 Jerald Jacks
1 Jock Root	-1 Larry Reinstein	-6 Andy Swenson
1 Richard Shargrin	-1 Charles Roland	-7 Roland Tzudiker

(143 Total Players:)

NOTE: THIS WAS THE FIRST DIPLOMACY RATING SYSTEM EVER DEvised! - B.B.

BIG BROTHER:

11. NOVEMBER 1967:

# STATISTICS OF THE POSTAL DIPLOMACY GAMEBOARD:

By: Charles N. Reinsel

The Diplomacy Board has a total of 75 spaces to which pieces may move. (A chess board has just 64 spaces!) 56 of these are land provinces, 19 are sea spaces, 14 of the spaces are landlocked and may only be entered by Armies. Fleets may go to the 19 sea spaces and 42 coastal land areas for a total of 61 spaces. (this is five more than the 56 areas that armies may move to!) Of the 56 land provinces 34 are supply centers and 22 are non-supply provinces. Of the 14 spaces that may only be reached by armies 7 are supply centers and seven are not.

Country:	A	B	C	D	E	F	G	H	I
England	6	3	3	0	0	6	5	3.0	3.8
France	6	3	3	2	2	3	8	4.5	2.2
Germany	6	3	3	3	3	6	11	5.2	1.8
Italy	6	3	3	2	3	6	7	3.7	3.5
Austria	6	3	3	3	3	3	10	5.7	0.5
Russia	7	4	3	1	1	3	11	4.4	1.8
Turkey	5	3	3	1	1	3	8	2.8	3.4
Total:	56	34	22	-	-	-	-	-	-
(Neutrals)	14	12	2	-	-	-	-	3.1	3.9
(Sea Spaces)-	-	-	19	-	-	-	-	-	6.1

## Explanation of above chart:

A-Total provinces in homeland. B-Number of Supply Centers.  
C-Non-Supply provinces. D-Borders other Major Powers.  
E-Borders Neutral Supply Centers. F-Homeland border spaces.\*  
G-Foreign spaces along border.\* (\*-If F is greater than G it is a favorable situation. However if G is greater than F the border situation is unfavorable. Note Germany which seldom wins a game!)

H-Average Mobility of Army units. I-Average Mobility of Fleets.  
(Mobility is hereby defined as the number of adjoining spaces to where a piece may legally move to.) Note that Austria has the land greatest mobility and this is why Austria is the most fun to play! Turkey of course has the least land mobility. England of course has the greatest sea mobility and Austria the least.

The most important Sea space is the North Sea which has a fleet mobility of 11. Close behind are the Mid-Atlantic Ocean and the Ionian Sea which both have a fleet mobility of 9. The weakest sea space with a mobility of only 3 is the Barents Sea. Controlling the sea squares with the greatest mobility can win the game.

As far as Armies are concerned the most important spaces are Burgundy, Munich, and Galicia. Who ever controls these should win the game. Their mobility ratings are 7. The weakest land spaces are North Africa, Tunis, and Portugal with 1 each.

Fleets on a coast fare best in Denmark, Norway, & Sweden where they all have a mobility of 6. The worst fleet positions are Syria, Portugal, and the North Coast of St. Petersburg. (Cont. some time.)

BIG BROTHER:

25 DECEMBER 1967:

STATISTICS OF THE POSTAL DIPLOMACY GAMEBOARD: Part II:

By: Charles N. Reinsel

When diplomacy fails there will be wars and certain facts about possible wars are hereby presented.

Direct Land Wars:

Enemies:	B.C.	A.M.	Key	
Fra-Ger	1-2	7.0-6.0	Belgium	B.C.--Border Confrontation
Fra-Ita	1-1	3.5-3.5	Gulf of Lyon	A.M.--Average Mobility of
Ger-Aus	2-3	6.5-6.0	Warsaw	Border Pieces.
Ger-Rus	2-2	4.8-5.0	Baltic & Galicia	Key-Key to Flank to win
Ita-Aus	2-2	4.0-5.3	Adriatic Sea	the war.
Aus-Rus	1-2	7.0-5.5	Rumania & Silesia	
Rus-Tur	1-1	3.5-3.5	Black Sea	

Indirect Land Wars:

Ger-Ita	1-1	Need to Control; Tyrolia	(Figure here
Aus-Tur	1-1	Need to Control; Serbia & Bulgaria	under B.C.

Naval Wars: Need to Control:

Eng-Fra	2-1	English Channel	means the
Eng-Ger	2-1	North Sea	offensive
Eng-Rus	2-1	Norway & Norwegian Sea	powers in
Eng-Ita	1-1	Mid-Atlantic Ocean	Armies or
Ita-Tur	1-1*	Ionian Sea	Fleets.)

(\*--At best)

Note that individual statistics are sometimes pretty bare of meaning but are needed to program a computer for instance. However they do tell us if it is an even chance or if one side or the other is favored in a certain war situation. Most important is the overall picture you get and the help all of the facts give us during the diplomacy period and deciding who to war with and when. "There will always be Wars and rumors of Wars" but it helps when you can pick the battleground, the opponent, and the time of battle.

The statistics in Big Brother #47, #51, and in future issues should help a country make the above decisions. They help me and I guess that is what counts as I sift thru the mounds of facts.

It need be noted that among equal players in ability and experience that the single player should always lose to the two. However outside influences (This is where more diplomacy helps!) and in some of the possible situations on the board a better or more experienced player may hold off two opponents and in some few cases even lick them both at the same time. In these cases victory is so sweet!

There are certain positions on the board that cannot be forced except from behind. A pair of examples I've read about are; England-F-Mid-Atlantic hold, F-Portugal S M.A.O., F-North Atl. S M.A.O. Turkey-A-Sev S Ukr, A-Ukr S Gal, A-Gal S Ukr, A-Bud S Gal, A-Boh S Gal, A-Tyr S Boh, F-Pied S Lyon, F-Lyon S W.Med., F-W.Med. S Lyon, and F-Nt. Afr. S West. Med.

I do not take credit for the above but I have discovered others that are just as good but are not as well known. Ha-Ha!

John McCallum presented me with a most happy Christmas present when I received on the day before Christmas the written word that I had won the game 1966AQ in BROODINGNAG. I played Russia in this game & I won the diplomacy at the start and the tactics thruout!

(Main article cont. some time;)

BIG BROTHER:

3 FEBRUARY 1968:

# STATISTICS OF THE POSTAL DIPLOMACY GAMEBOARD: Part III:

By: Charles N. Reihseel

Having won one game of postal Diplomacy and just recently I was awarded a "Draw" in another game I, of course, have formed a few opinions as to how the game should be played.

However this time I want to record the basic mobility factors of each of the spaces of the Diplomacy board as my original notes are getting somewhat worn and I have had many requests for this basic list anyway. (These are the basis of the Nov.11 & Dec.25 articles in this series.

MOBILITY-is hereby defined as the number of adjoining spaces to which a piece may legally move to.

A (Army)- pertains to the mobility of an Army in said space.

F (Fleet)-pertains to the mobility of a Fleet in said space.

England	A	F	Italy	A	F
Edi	3	4	Pied	4	3
Cly	2	4	Ven	6	3
Lpl	4	4	Tus	3	4
Gal	3	4	Rome	4	3
Lon	2	4	Apu	3	4
York	4	3	Nap	2	4

France	A	F	Austria	A	F
Bré	3	4	Tyrol	6	0
Pie	4	3	Boh	5	0
Par	4	0	Gal	7	0
Bur	7	0	Vie	5	0
Gas	5	3	Bud	5	0
Mar	4	3	Tri	6	3

Germany	A	F	Turkey	A	F
Kiel	5	5	Const	3	5
Ber	4	3	Ank	3	3
Prus	4	3	Smy	4	4
Ruhr	5	0	Arm	4	3
Mun	7	0	Syr	2	2
Sil	6	0			

Russia	A	F	Neut.non-Sup.
Fin	3	3	Nth.Afr.1
St.Pete	4	2-N	Alb
		3-S	
Lvn	4	4	N.Sup.Ctr's.A
War	6	0	Tun
Los	5	0	Port
Ukr	5	0	Spain
Sevast	4	3	
			Bel
			Hol
			Den
N.S.C's.A	F		Nor
Rum	6	3	Swed
Gre	3	4	Serb
Bul	4	3-E	
		3-S	

High Seas	F
Bar.S	3
Nwg.S	6
Nth.S	11
Skag	4
Hel.B	4
Bal.S	7
Gulf Bot.	5
Eng.C	8
Eri.S	5
H.A.O.	5
M.A.O.	9
Gulf Lyon	6
W.Med	6
Tyr.S	7
Ion.S	9
Adr.S	5
Aeg.S	6
E.Med	4
Black S	6

For ratings of the average mobility of the Armies & Fleets of the different nations see columns "H" & "I" of chart with part I.

There were a few conclusions to be noted here. The higher the number of a space - the more important that space is!

To win with fleets you must control the North Sea, the Mid-Atlantic, & the Ionian Sea.

To win with armies you must control Burgundy, Munich, & Galicia.

When ever tactics allow a choice always consider taking the space with the higher mobility factor. Besides these spaces are easier to defend as well as control larger sectors of the playing board.

Too many fleets are useless, however in the case of England & Turkey and sometimes France & Italy too few may be just as bad.

Yes "DIPLOMACY" is 50% of Winning a game of diplomacy but a good player in tactics will be high in ratings! Good luck in your next game.-B.B.